



SWCCG Players Committee presents  
***Virtual Set 12:***  
***Martyrs & Magistrates***  
*Official text as of January 9, 2007*



*(Errata to card #38 on March 21, 2008)*



Special Thanks to –


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**Graphic Design Team:** Michael Erisman, Dennis Hes,  
Jerry Jensen, Henk Maul, John Millet.

To use these cards, simply print them out and cut out the area beneath the card title (not on the actual card), and place the cutout in a sleeve with the original card. We recommend using opaque sleeves for non-objective cards. If you use clear sleeves, the cutout must be attached to the original card using tape or some other adhesive so the cutout does not slide. The adhesive must not be visible and must not noticeably increase the thickness of the card. If it does, the tournament director may interpret it as cheating and may penalize you appropriately.

**DISCLAIMER:** For best card size printing results, click on the print icon (or File, then Print) and uncheck all boxes under Copies and Adjustments, located on the right side.









# Virtual Set 12: Martyrs & Magistrates




*Virtual Set 12:  
Martyrs & Magistrates*


*RULE CARD 1 of 3*

**ICON KEY**

-  (Immune to Alter.)
-  (Immune to Control.)
-  (Immune to Sense.)
-  This icon indicates the card is a 'grabber.'
-  This icon references a card with a maintenance cost.
-  X Replaced the phrase "Adds X to power of anything he/she pilots."
-  Replaced the phrase "Take into hand from Reserve Deck; reshuffle."
-  Replaced the phrase "Deploy on table from Reserve Deck; reshuffle."

Game Aid - Not For Play






*Virtual Set 12:  
Martyrs & Magistrates*


*RULE CARD 2 of 3*

**Imperial Council Member** — "Imperial Council Member" is a new characteristic of character cards, and follows all normal characteristic rules.

**Influence** — Many new characters have a numerical value entitled Influence, indicating their relative power in the Imperial Council. A character whose influence = 0 (even if temporarily reduced) is a character without influence. A character without influence can have his influence added to by other game actions.

Game Aid - Not For Play





*Virtual Set 12:  
Martyrs & Magistrates*


*RULE CARD 3 of 3*

**Heroic** — This new characteristic applies to any character, starship, or vehicle referred to as "heroic" in its game text or lore.

Whenever a heroic card is targeted by a weapon, add 1 to the total weapon destiny. Also, in a battle where there's a heroic card, non-heroic cards cannot be targeted by weapons unless all heroic cards are 'hit', not participating in battle, or cannot be targeted by that weapon.

For example, if light has a heroic character (R2-D2) in a battle, then any dark side weapons that can target him can only be fired to target him, but if they don't (such as targeting only a vehicle, or a non-droid character, or a Jedi, etc.) they wouldn't have to, if he was excluded from battle they wouldn't have to, if he left the table they wouldn't have to, if he was inside an enclosed vehicle (where he can't be targeted) they wouldn't have to, or if he was finally hit they wouldn't have to. Light would be able to target whomever they wanted because you can't target your own cards with weapons.

Game Aid - Not For Play

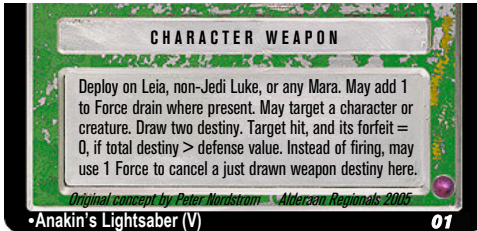




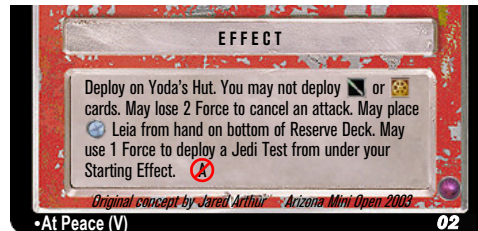
# Virtual Set 12: Martyrs & Magistrates

## LIGHT SIDE

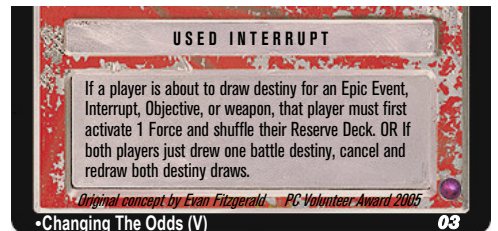
•Anakin's Lightsaber (V)



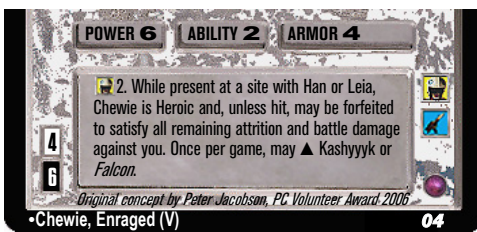
•At Peace (V)



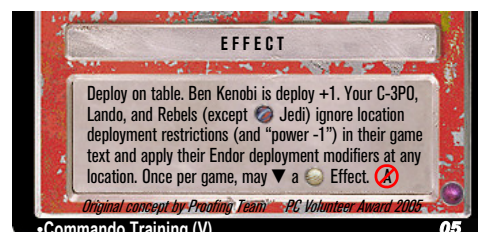
•Changing The Odds (V)



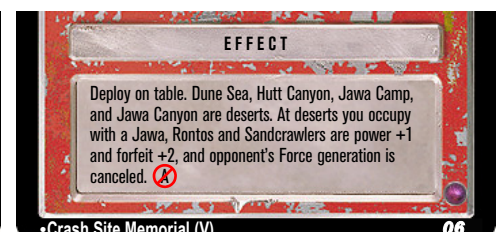
•Chewie, Enraged (V)



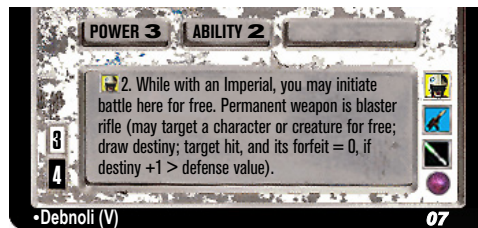
•Commando Training (V)



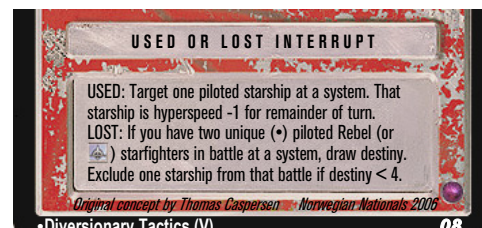
•Crash Site Memorial (V)



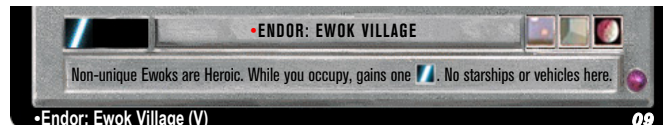
•Debnoli (V)



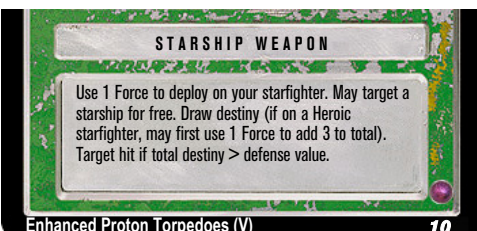
•Diversionsary Tactics (V)



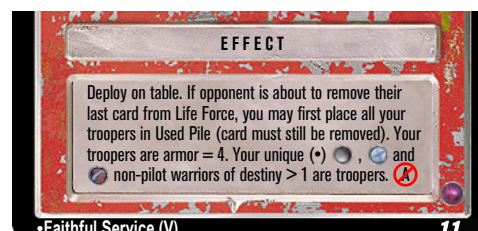
•Endor: Ewok Village (V)



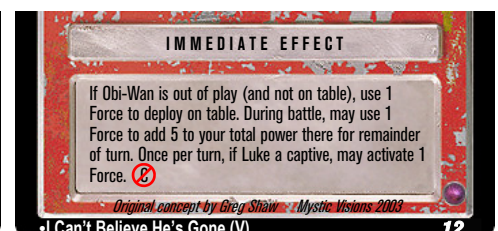
Enhanced Proton Torpedoes (V)



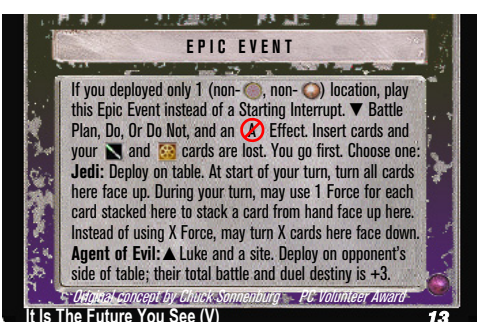
•Faithful Service (V)



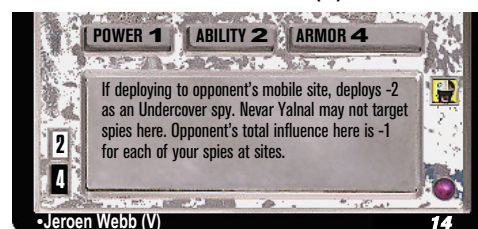
•I Can't Believe He's Gone (V)



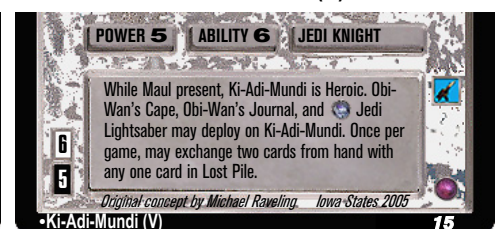
It Is The Future You See (V)



•Jeroen Webb (V)



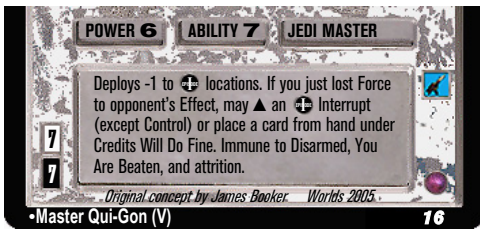
•Ki-Adi-Mundi (V)



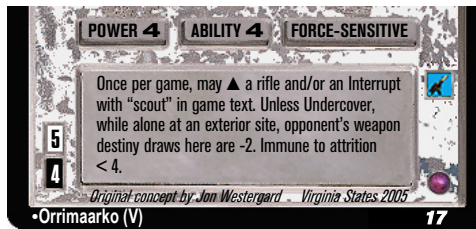


# Virtual Set 12: Martyrs & Magistrates

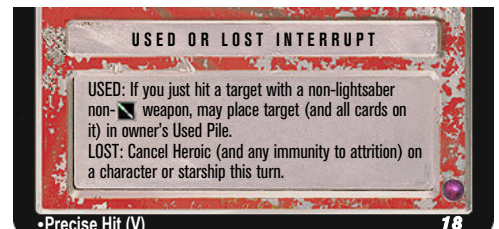
## •Master Qui-Gon (V)



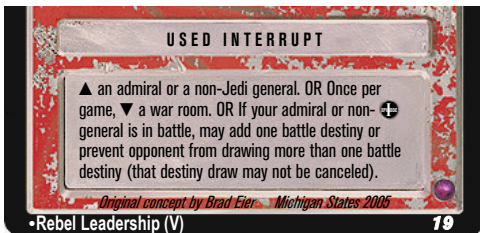
## •Orrimaarko (V)



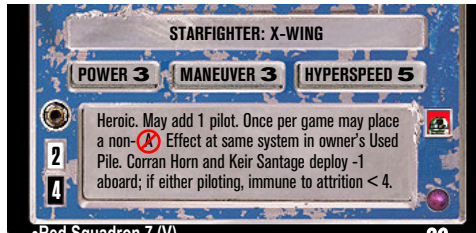
## •Precise Hit (V)



## •Rebel Leadership (V)



## •Red Squadron 7 (V)

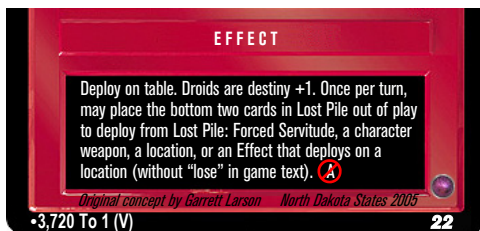


## •Yoda, Senior Council Member (V)

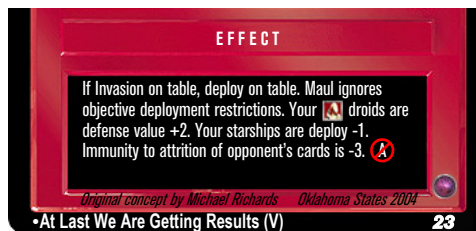


## DARK SIDE

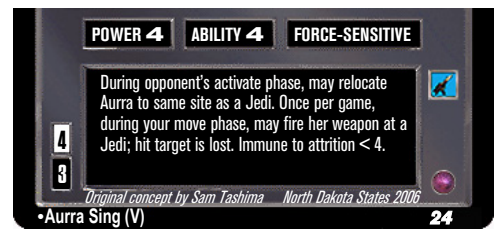
## •3,720 To 1 (V)



## •At Last We Are Getting Results (V)



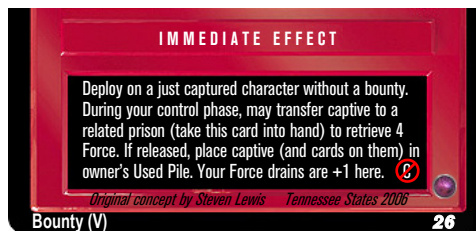
## •Aura Sing (V)



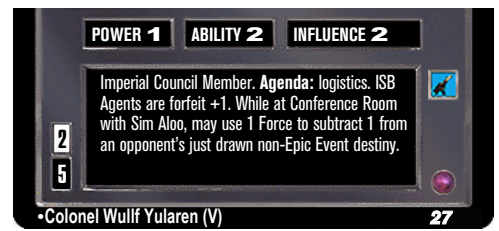
## •Blown Clear (V)



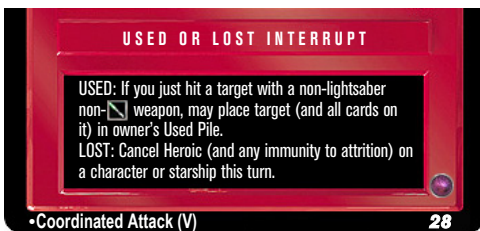
## Bounty (V)



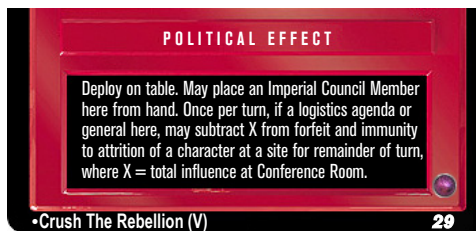
## •Colonel Wulff Yularen (V)



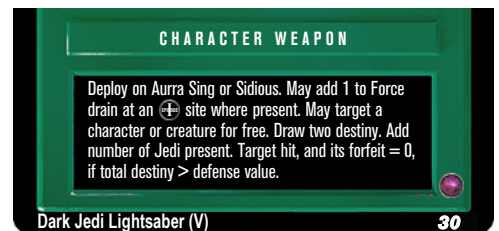
## •Coordinated Attack (V)



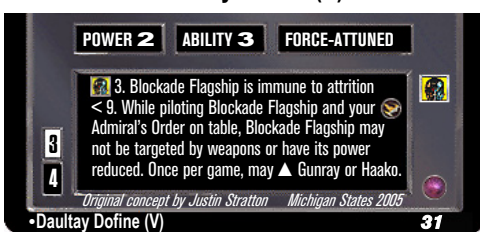
## •Crush The Rebellion (V)



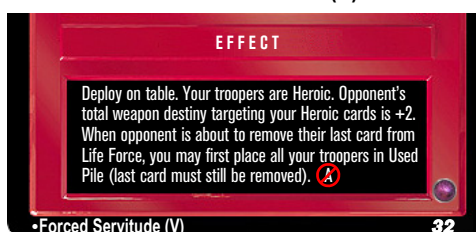
## Dark Jedi Lightsaber (V)



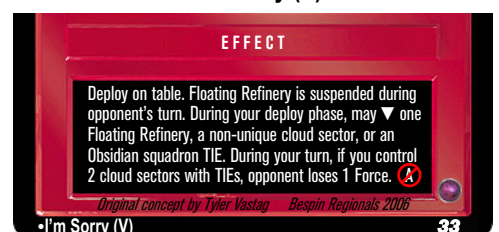
## •Daultay Dofine (V)



## •Forced Servitude (V)

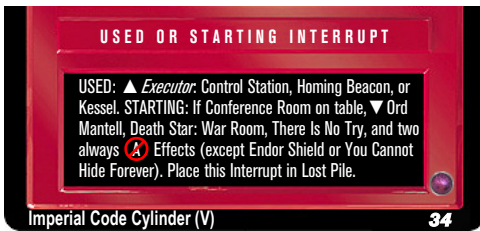


## •I'm Sorry (V)

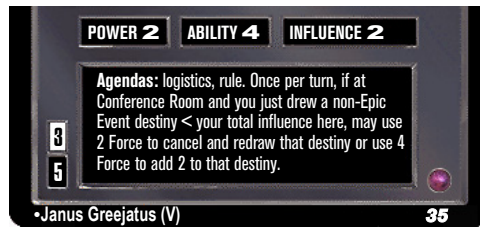


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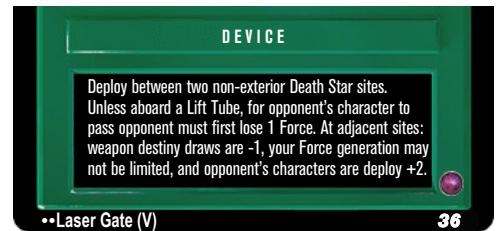
## Imperial Code Cylinder (V)



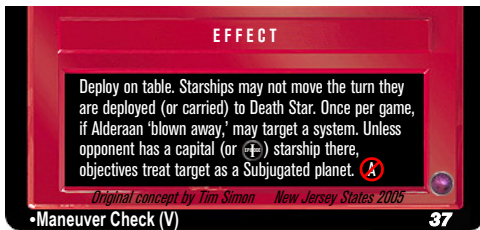
## •Janus Greejatus (V)



## ••Laser Gate (V)



## •Maneuver Check (V)



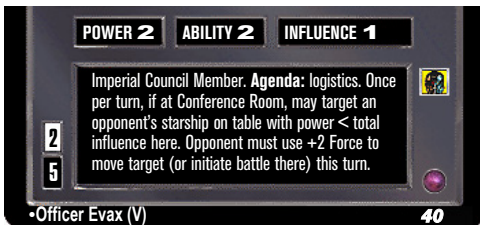
## •Mara Jade, The Emperor's Hand (V)



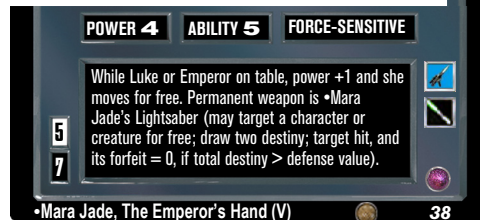
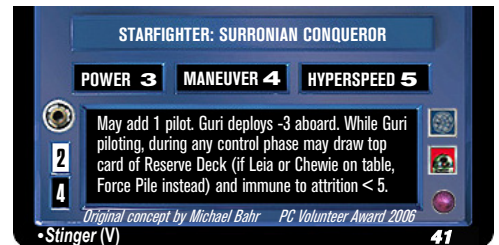
## •Obsidian 10 (V)



## •Officer Evax (V)



## •Stinger (V)



## •There Is No Try & •Oppressive Enforcement (V)



## •You Want This, Don't You? (V)

